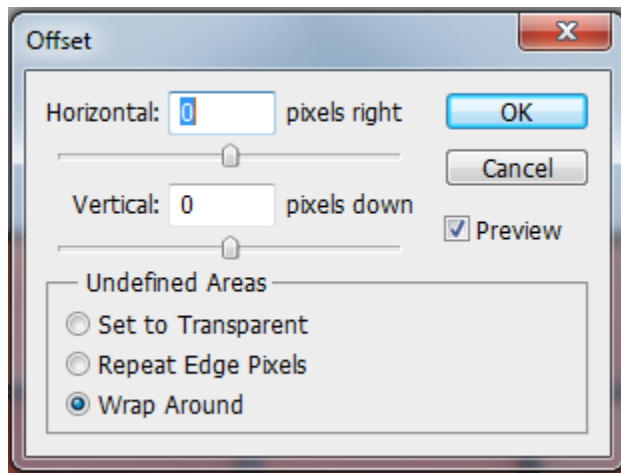


## How to:

1. create a tile-able image in Photoshop
- and
2. import it into Revit for rendering purposes

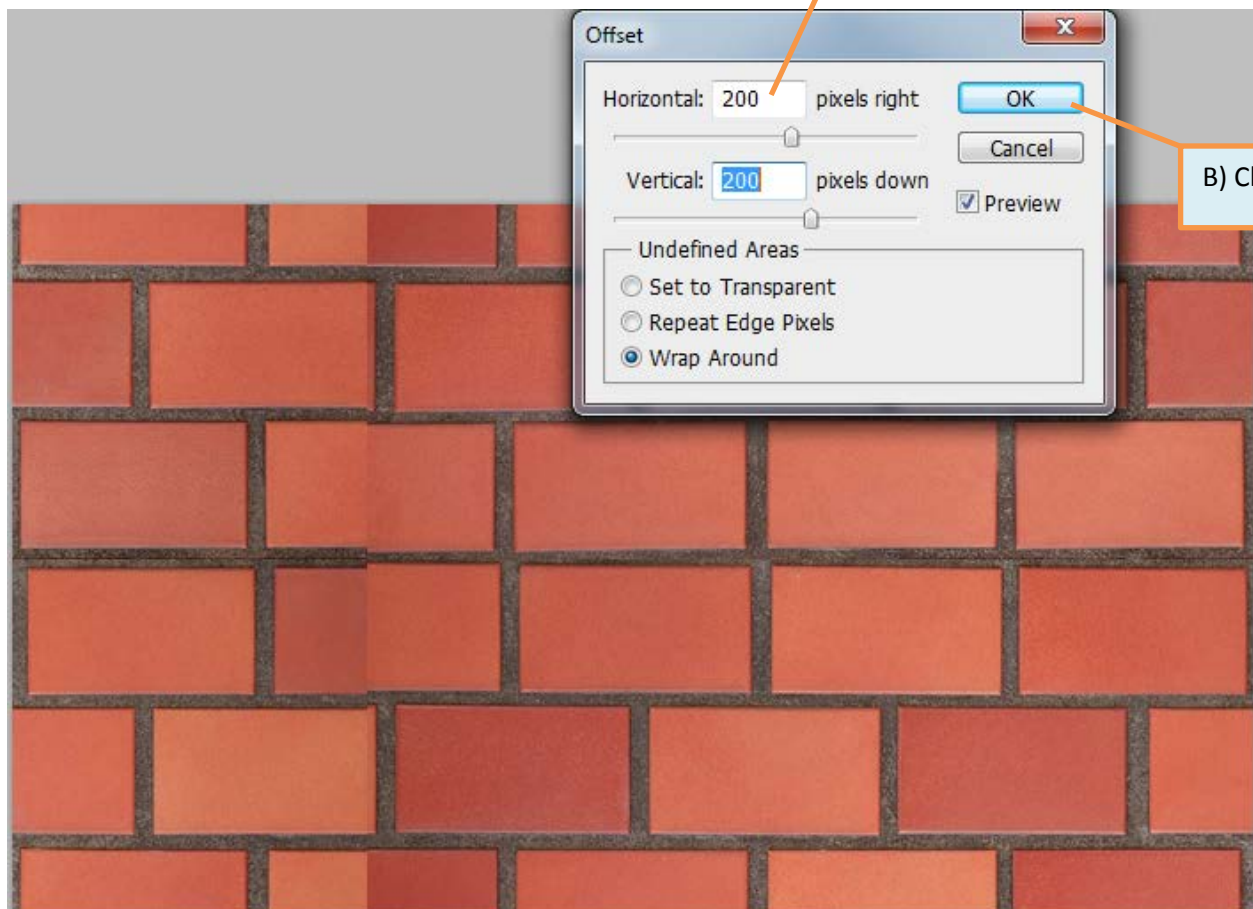
### 1: Making a tileable image in Photoshop

Filter → Other → Offset

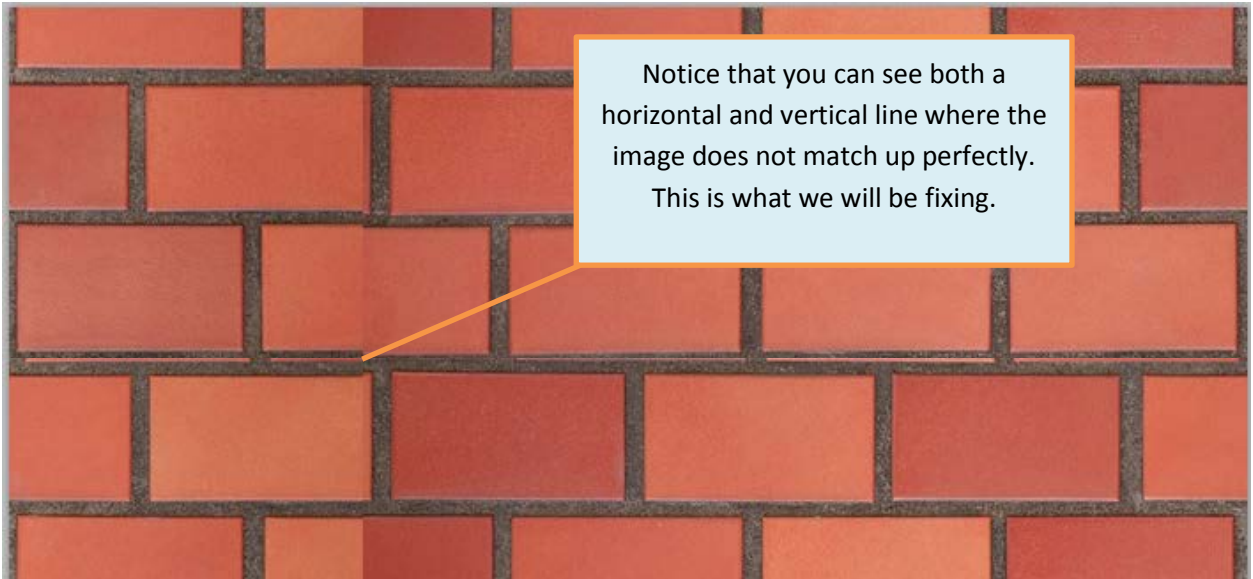


A)

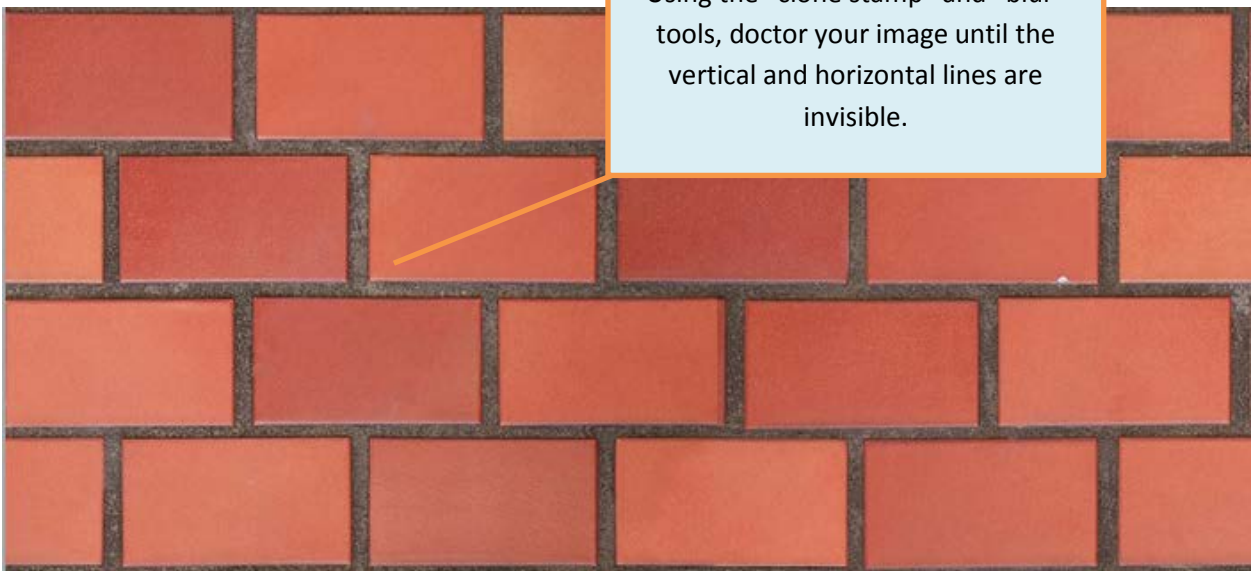
Type in an arbitrary number of pixels you would like your picture to move. It is important that you are able to see the line where the image does not match up.



B) Click "OK"

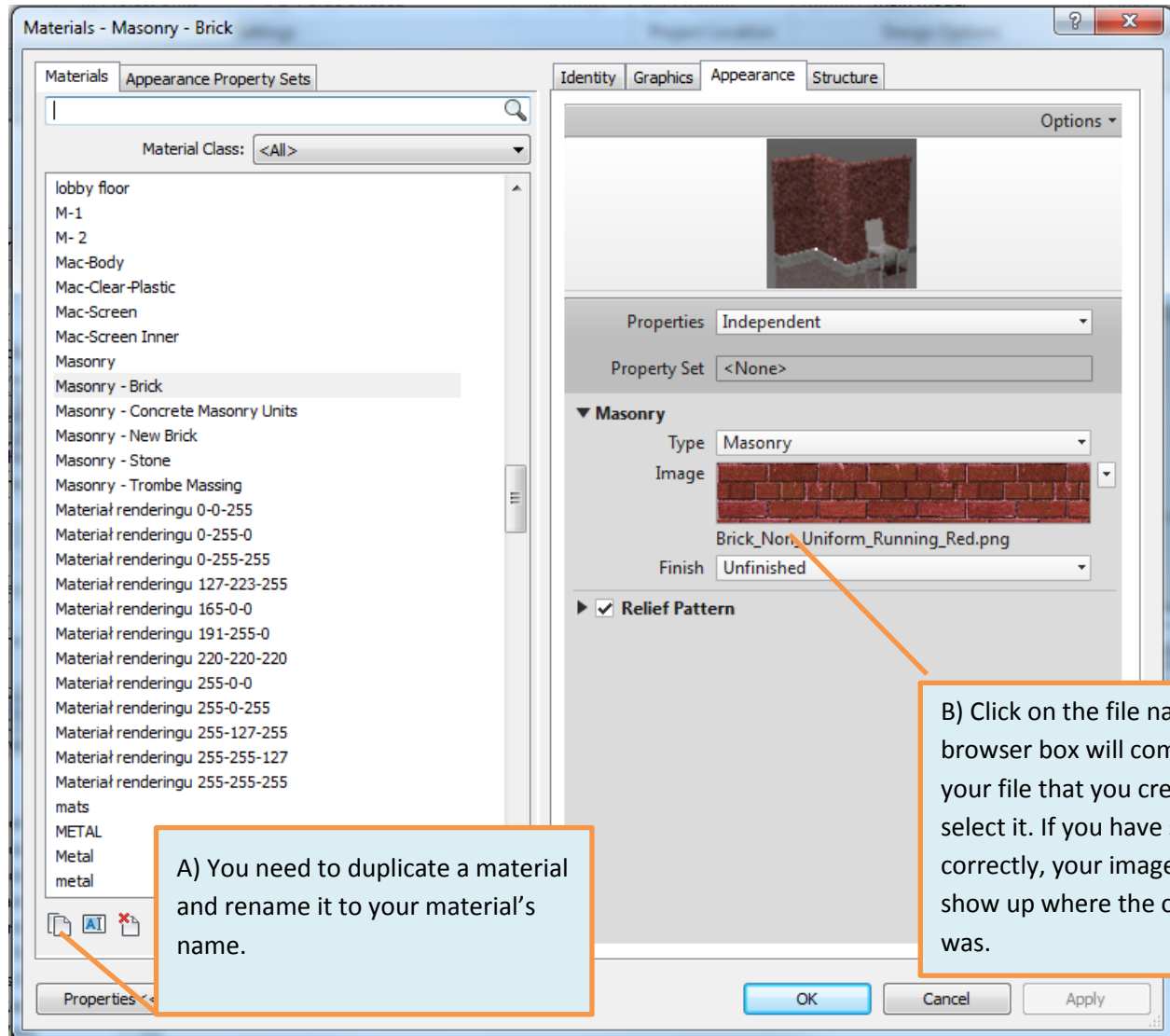
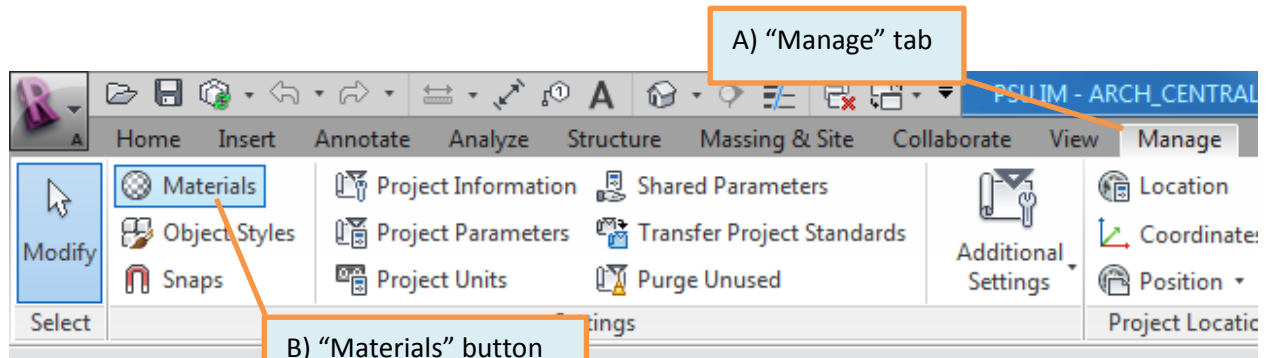


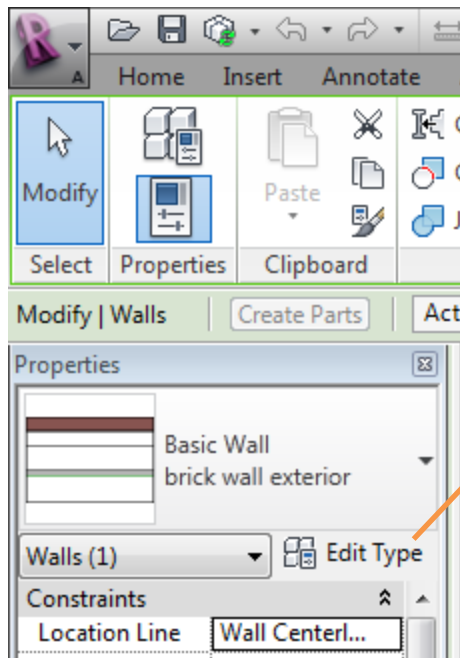
Notice that you can see both a horizontal and vertical line where the image does not match up perfectly. This is what we will be fixing.



Using the "clone stamp" and "blur" tools, doctor your image until the vertical and horizontal lines are invisible.

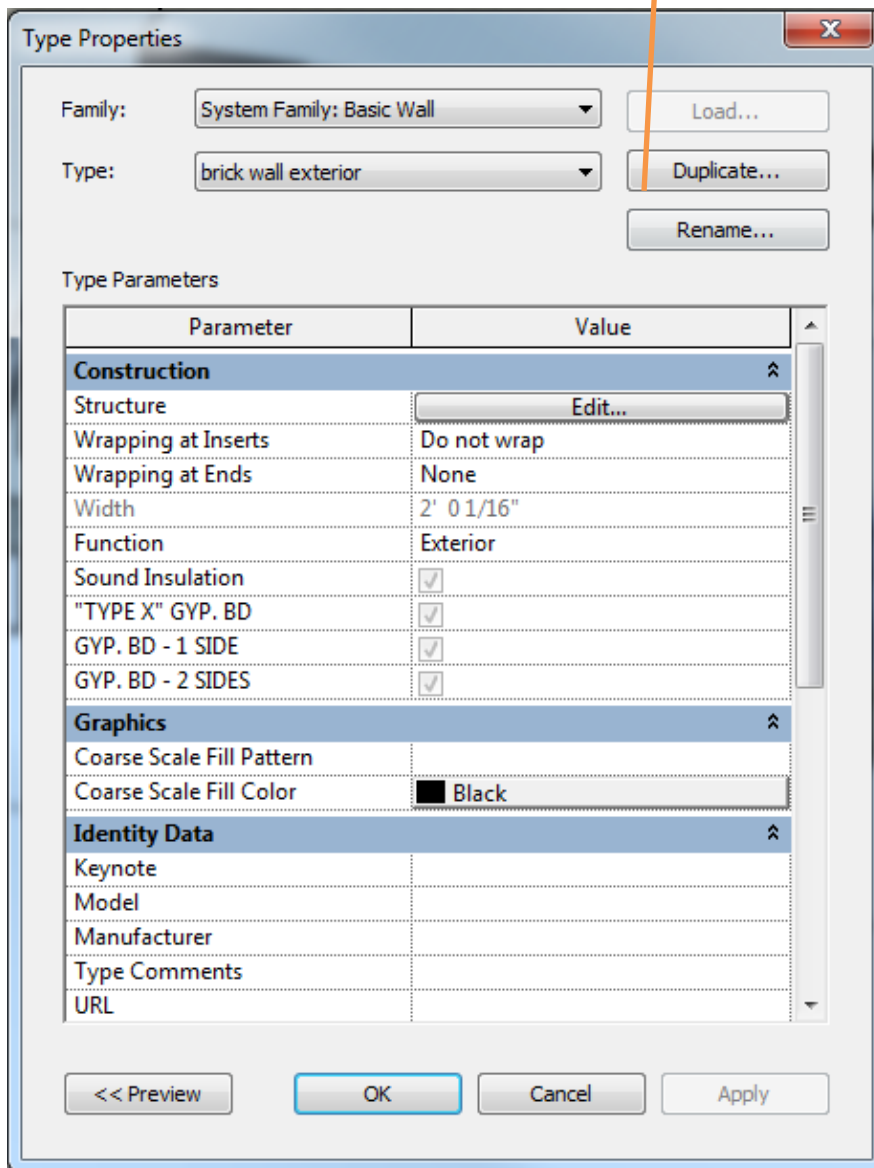
## 2: Importing your image into Revit and assigning it to the object of choice (wall, floor, etc)





Select the item that you want to render with your created image. On the left side of the screen, click "Edit Type" and a dialog box will open.

Duplicate the element type and name it something else. This way, it will not change all of the elements that are already this type.



**Edit Assembly**

Family: Basic Wall  
 Type: brick wall exterior  
 Total thickness: 2' 0 1/16" Sample Height: 2'

**Layers**

	Function	Material	Thickness	Wraps
1	Finish 1 [4]	Masonry - Bric...	0' 3 5/8"	<input checked="" type="checkbox"/>
2	Finish 1 [4]	Misc. Air Layer	0' 0 3/4"	<input checked="" type="checkbox"/>
3	Finish 1 [4]	Masonry - Co	0' 3 5/8"	<input checked="" type="checkbox"/>
4	Thermal/Air L	Misc. Air Layer	0' 6 7/8"	<input checked="" type="checkbox"/>
5	Substrate [2]	Insulation / Th	0' 1 1/2"	<input checked="" type="checkbox"/>
6	<b>Core Boundary</b>	<b>Layers Above W</b>	0' 0"	
7	Structure [1]	Masonry - Co	0' 7 5/8"	<input type="checkbox"/>
8	<b>Core Boundary</b>	<b>Layers Below W</b>	0' 0"	

**EXTERIOR SIDE**

Insert Delete Up Down

**Default Wrapping**

At Inserts: Do not wrap At Ends: None

**Modify Vertical Structure (Section Preview only)**

Modify Merge Regions Sweeps  
 Assign Layers Split Region Reveals

<< Preview OK Cancel Help

Click on the "..." of the outermost "Finish" layer to open the materials dialogue box.

If you don't have a "Finish" layer, you can click "Insert" and a new layer will be created. Move it "Up" until it is the first item on the list of layers. This way your material will be on the very outside of the element, and will show up when rendered.

